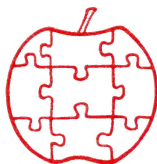


Apple

\$1.50



Assembly Line

Volume 2 -- Issue 12

September, 1982

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Current Advertising Rates

Sorry, it is going up again. For the October 1982 issue the price will be \$75 for a full page, \$40 for a half page. To be included, I must receive your camera-ready copy by September 20th.

What if you move?

We mail the Apple Assembly Line by bulk mail, unless you have paid for First Class or Overseas postage. If you move, the post office will NOT forward AAL to your new address. Please let us know your new address as soon as you find out what it will be, so you will not miss a single issue!

Quarterly Disks

As you no doubt know, every three months we gather all the source code printed during the quarter on one disk. You can save countless hours of typing and proofreading for only \$15 per quarter. Some have elected to establish a standing order with their credit card, or even to prepay for a year at a time.

New Products

ES-CAPE: For really painless Applesoft programming, you need a complete line editor, global search and replace, automatic line numbers, and keyboard macros. At least. ES-CAPE gives you all these and more!

The retail price is \$60, but AAL subscribers can get it for only \$40 until the end of September. Hurry!

We wrote a nice little reference manual of about 22 pages, but ES-CAPE is so easy to use and remember that you won't need the book very long!

If you already purchased AED II (the earlier version of this editor), Bill Linn has an upgrade offer: Send him your disk plus \$10, and you will get the new versions (both regular and language card), the manual, and the reference card.

68000 Macro Cross Assembler: Not content with producing only three cross assemblers based on the S-C Macro Assembler, Bobby Deen has now completed the biggest one of all! This one costs \$50, and allows you to assemble Motorola 68000 source programs in your Apple, with all the friendly features of the S-C package.

SYNASSEMBLER: Synapse Software has just started marketing a conversion of the S-C Assembler II Version 4.0 for the Atari 800 or 400. You need 48K RAM and at least one disk drive. The conversion was done by Steve Hales, of Livermore, California. He added global replace and copy commands, so this version falls somewhere between the Apple version 4.0 and the new Macro version. It assembles at about 6500 lines per minute, which is from 50 to over 100 times faster than the Atari ASM/ED program.

Since the Atari does not have nice monitor commands built-in, like the Apple does, Steve added a complete set of monitor commands to SYNASSEMBLER. They look exactly like the Apple monitor commands, except that he added some new ones to allow reading and writing a range of disk sectors, delete the tape I/O commands, and included the old Step and Trace commands which were in Apples before the Autostart ROM.

The price is only \$49.95 on disk. A ROM version is available by special order for \$89.95. I will carry these, if you want to order from me.

Assembler Directives.....Bob Sander-Cederlof

Of all the Apple assemblers on the market, it seems that no two have exactly the same list of assembler directives. Directives, also called "pseudo-ops", are used to control the assembly process and to define data in your programs. When you see a listing of an assembly language program in a magazine, or in this newsletter, or in a book on 6502 programming, you may have to translate the directives to fit the assembler you own.

All directives in the S-C Macro Assembler begin with a period. This helps to distinguish them visually from 6502 and SWEET-16 opcodes. This same convention is used by Carl Moser's (Eastern House Software) MAE assembler, by the MOS Technology and Rockwell assemblers, and some others. Most other assemblers use 3- or 4-character mnemonics beginning with a letter. Which combination of letters cause the assembler to perform a particular function is not standardized at all, but there are enough similarities to make programs readable once you learn the general techniques.

What follows is an alphabetical listing of all the directives I have encountered in various manuals and magazine-published programs. The assemblers represented are coded like this:

B = Big Mac	SC= S-C Macro Assembler
K = DOS Tool Kit	T = TED II
L = Lisa	W = Weller's Assembler
M = Merlin	

In each case I have given a brief description of the directive, and tried to show how to do the same thing in the S-C Macro Assembler. I suggest looking up the S-C directives in the reference manual if you are not sure exactly how to use them.

ADR AddRess L
Stores the expression as an address, low-order byte first.
SC: Use .DA directive

ASC ASCii string definition L K T B M
SC: Use .AS or .AT directives.

AST ASTerisks T B M
Prints the number of asterisks specified on the listing. Used to save space in the source file.
SC: Not needed, because SC compresses repeated characters automatically.

BLK BLinKing characters L
Generates a string of characters in Apple's FLASH code.
SC: Not available, but a combination of .AS and .HS directives will do the job.

BYT BYTe data L
Define data value, storing low-order byte only.
SC: Use .DA with "#" before value.

Decision Systems

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Denton, TX 76203
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DIS-ASSEMBLER

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\$25 Disk, Applesoft.

SPEED-DS is a routine to modify the statement linkage in an Applesoft program to speed its execution. Improvements of 5-20% are common. As a bonus, **SPEED-DS** includes machine language routines to speed string handling and reduce the need for garbage clean-up. Author: Lee Meador.

\$15 Disk, Applesoft (32K, ROM or Language Card).

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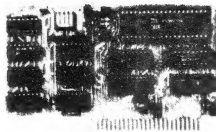
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QUICKTRACE

relocatable program traces and displays the actual machine operations, while it is running without interfering with those operations. Look at these **FEATURES**:

Single-Step mode displays the last instruction, next instruction, registers, flags, stack contents, and six user-definable memory locations.

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QUICKTRACE allows changes to the stack, registers, stopping conditions, addresses to be displayed, and output destinations for all this information. All this can be done in Single-Step mode while running.

Two optional display formats can show a sequence of operations at once. Usually, the information is given in four lines at the bottom of the screen.

QUICKTRACE is completely transparent to the program being traced. It will not interfere with the stack, program, or I/O.

QUICKTRACE is relocatable to any free part of memory. Its output can be sent to any slot or to the screen.

QUICKTRACE is completely compatible with programs using Applesoft and Integer BASICs, graphics, and DOS. (Time dependent DOS operations can be bypassed.) It will display the graphics on the screen while **QUICKTRACE** is alive.

QUICKTRACE is a beautiful way to show the incredibly complex sequence of operations that a computer goes through in executing a program

See these programs at participating Computerland and other
fine computer stores.

Anthro - Digital Software, Inc.
P.O. Box 1385 Pittsfield, MA 01202

QUICKTRACE

\$50

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Written by John Rogers

EOM End Of Macro B M
Marks end of a macro definition.
SC: Use .EM directive.

EPZ Equate Page Zero L
label EPZ expression
Defines the label to have the value of the expression, which
must be from \$00 to \$FF. When EPZ-defined labels are used in
address fields, zero-page addressing mode will be used whenever
possible.
SC: Use .EQ directive. SC automatically uses page-zero mode
whenever possible.

EQU EQUate L T K B M W
label EQU expression
Defines the label to have the value of the expression during
the assembly process.
SC: Use .EQ directive.

ESP End ScratchPad W
Works with SPD to bracket a data section.
SC: Not needed.

EXP EXPansion of macros B M
Controls whether macro expansion code is printed or not on the
output listing.
SC: Use .LIST directive.

EXTRN EXTeRNaL K
Indicates that a label is externally defined. To be used with
a linking loader program, which Apple does not provide.
SC: Not available.

.FI end of conditional L SC

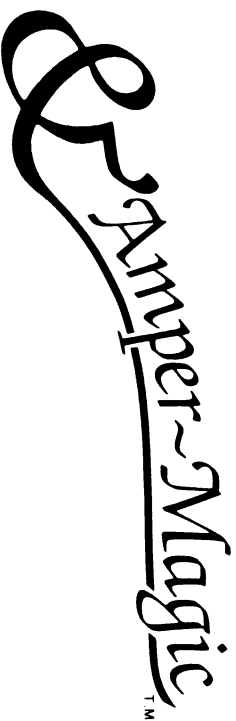
FIN end of conditional K B M
SC: Use .FIN directive.

FLS FLaSH B M
Define a string in flashing mode.
SC: Not available, but a combination of .AS and .HS directives
will do the job.

GEN GENErate code listing L
Turns on listing of all object code bytes.
SC: Not available, object code listing is always on.

HBY High BYte L
Define one-byte data value, storing only the high-byte of an
expressions value.
SC: Use .DA directive, writing "/" before the value.

HEX HEXadecimal data L T B M
label HEX hexstring
SC: Use .HS directive.



MACHINE LANGUAGE SPEED WHERE IT COUNTS... IN YOUR PROGRAM!

Some routines on this disk are:

- Binary file info
- Delete array
- Disassemble memory
- Dump variables
- Find substring
- Get 2-byte values
- Gosub to variable
- Goto to variable
- Hex memory dump
- Input anything
- Move memory
- Multiple poke decimal
- Multiple poke hex
- Print w/o word break
- Restore special data
- Speed up Applesoft
- Speed restore
- Store 2-byte values
- Swap variables

You simply give each routine a name of your choice, perform the append procedure once at about 15 seconds per routine, and the machine language becomes a permanent part of your BASIC program. (Of course, you can remove it if you want to.)

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PAU PAUse and force error L B M

SC: Not available.

PHS PHaSe L

Allows setting ORG without changing OBJ. Terminated with DPH.

SC: Not available.

PMC Present MaCro B M

Opcode to call a macro.

SC: Not needed, macros are called by their own names.

PR# Select printer slot T

SC: Select before assembly begins using DOS "PR#slot" command,
or SC "PRT" command.

REL RELocatable object K

Causes assembler to generate a relocation dictionary at the end
of the object file, for use by Apple's relocating loader.

SC: Not available.

REM REMark W

Used to indicate a comment line.

SC: Use "*" in first column of label field.

REP REPeated character K

Generates a string of repetitions of the current CHR value on
the output listing. Used to save space in the source file.

SC: Not needed, because SC automatically compresses repeated
characters.

SAV SAVe object code B M

SC: Use .TF directive.

SBTL SuBTitLe K

Provides a title line for the top of each page of the output
listing.

SC: Use .TI directive.

SKP SKiP lines K B M

Leaves a specified number of blank lines in the output listing.

SC: Not available.

SPD ScratchPaD W

Works with ESP to bracket a data section.

SC: Not needed.

STR STRing L

Similar to Lisa's ASC except the first byte output is the
length of the string.

SC: labela .DA #labelb

 .AS /string/

 labelb .EQ *-labela-1

SYM SYMBols T

Produces a symbol cross-reference table at end of assembly.

SC: Not available, but can use Rak-Ware's XREF utility
program.

L

SC: Use .TI directive.

SC: Not available.

L

SC: Use .US directive.

L

B M others

B M

```
SC:  Use .EM directive.
```

B M

SC: Not needed, because macros are called by their own names.

In all, Roger uses only five directives in his book: OBJ, ORG, EQU, ASC, and HEX. To use his programs in the S-C assembler, change:

From	To
label EQU value	label .EQ value
label HEX hexdigits	label .HS hexdigits
HEX hexdigits	.HS hexdigits
label ASC "characters"	label .AS -"characters"
ASC "characters"	.AS -"characters"
OBJ \$300 or \$302	omit this line
ORG \$300 or \$302	.OR \$300 or \$302

Note that the normal translation of "OBJ" is ".TA"; however, when the address is the same as the ORG/.OR address, it is not necessary to use OBJ/.TA. Furthermore, in the S-C Assemblers you must put the ".OR" line BEFORE the ".TA" line. In Roger's examples these two lines are reversed.

DISASM (Version 2.2)

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Use DISASM, the intelligent disassembler, to convert 6502 machine code into meaningful, symbolic source. It creates a text file which is directly compatible with DOS ToolKit, LISA and S-C (both 4.0 & Macro) Assemblers. Use DISASM to customize existing machine language programs to your own needs or just to see how they work. DISASM handles multiple data tables, invalid op codes and displaced object code (the program being disassembled doesn't have to reside in the memory space in which it executes). DISASM lets you even substitute MEANINGFUL labels of your own choice (100 commonly used Monitor & Pg Zero names included in Source form to get you rolling). The address-based cross reference table option results in either a selective or complete cross reference (to either screen or printer). Page Zero and External references are listed separately in numeric order. The cross reference table provides as much insight into the inner workings of machine language programs as the disassembly itself. DISASM has proven to be an invaluable aid for both the novice and expert alike.

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***** SAY YOU SAW IT IN 'APPLE ASSEMBLY LINE!' *****

Relocatable Ampersand-Vector.....Steve Mann

In recent issues of AAL there have been a variety of routines to produce relocatable code. The BSR, BRA and LEAX opcodes in the June issue and the run-anywhere subroutine calls in the July issue are two examples.

However, in making some of my code relocatable, I encountered a new problem with routines that interface with Applesoft programs through the & command. The problem is that the routine doesn't know what address to place in the & jump vector because that address may change with each run.

A rather inelegant solution is to derive the address from Applesoft's pointers, then POKE it into the & vector before calling it. What I wanted was a method to determine the correct address from within the code itself, in much the same way that a non-relocatable program sets up the vector:

```
1000      LDA #$4C
1010      STA AMPER.VECTOR
1020      LDA #START
1030      STA AMPER.VECTOR+1
1040      LDA /START
1050      STA AMPER.VECTOR+2
1060 *
1070 START
```

I have written a short routine which will handle the initialization at the beginning of relocatable programs, as long as the program's entry point immediately follows, as in the sample program listed below.

The routine works by first jumping to the subroutine at \$FF58, which is simply an RTS instruction. As Bob explained in the July AAL, this places the return address on the stack and then pops it back off again. The return address can then be found by reading the first two open bytes below the stack. The TSX instruction in line 1100 loads the offset to those two bytes into the X-register. Lines 1110-1130 load the bytes into the A- and Y-registers.

Now we have the address of the third byte of the JSR RETURN instruction - the MSB in Y and the LSB in A. What we need is the address of the program's entry point, which corresponds to the label START. To get that address, we must add in the length of the rest of the SETUP routine, that is, the difference between the address at START and the address in the Y- and A-registers.

This is handled in lines 1140-1170. Line 1150 adds the offset (\$1B for this particular routine) to the low byte of the base address. The extra 1 in the ADC instruction is necessary because the address in Y and A is one less than the actual return address (corresponding to .1). Lines 1160-1170 check for a carry and adjust the high byte if necessary. The entry point address is then saved in the ampersand vector at \$3F5-\$3F7.

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```

1000 #-----
0100- 1010 STACK .EQ $100
03F5- 1020 AMPER.VECTOR .EQ $3F5
FF58- 1030 RETURN .EQ $FF58
FC58- 1040 HOME .EQ $FC58
1050 #-----
1060 .OR $300
1070 .TF B.AMPEXAMPLE
1080 #-----
0300- 20 58 FF 1090 SETUP JSR RETURN PUT CURRENT ADDR ON STACK
0303- BA 1100 .1 TSX GET STACK POINTER FOR OFFSET
0304- BC 00 01 1110 LDY STACK,X MSB OF ADDR ON STACK
0307- CA 1120 DEX
0308- BD 00 01 1130 LDA STACK,X LSB
030B- 18 1140 CLC
030C- 69 1B 1150 ADC #START-.1+1 OFFSET TO ENTRY POINT
030E- 90 01 1160 BCC .2
0310- C8 1170 INY (Y) IS HI BYTE
0311- 8D F6 03 1180 .2 STA AMPER.VECTOR+1 LSB OF ENTRY ADDRESS
0314- 8C F7 03 1190 STY AMPER.VECTOR+2 MSB
0317- A9 4C 1200 LDA #$4C JMP OPCODE
0319- 8D F5 03 1210 STA AMPER.VECTOR
031C- 60 1220 RTS
1230 #-----
031D- 20 58 FC 1240 START JSR HOME CLEAR SCREEN
0320- EA 1250 NOP DO WHATEVER
0321- EA 1260 NOP YOU LIKE
0322- 60 1270 RTS

```

The same principle can be used to set up the monitor's control-Y vector at \$3F8-\$3FA. As a matter of fact, I usually use a macro with conditional assembly to set up whichever vector I need. Here's the macro:

```

1000 .MA VECTOR
1010 JSR $FF58
1020 :1 TSX
1030 LDY $100,X
1040 DEX
1050 LDA $100,X
1060 CLC
1070 ADC #:3-:1+1
1080 BCC :2
1090 INY
1100 :2 .DO ']'l='Y CTRL-Y?
1110 STA $3F9
1120 STY $3FA
1130 LDA #$4C
1140 STA $3F8
1150 .ELSE OR &?
1160 STA $3F6
1170 STY $3F7
1180 LDA #$4C
1190 STA $3F5
1200 .FIN
1210 RTS
1220 :3
1230 .EM

```

Just include this definition at the beginning of your program.
Then macro can then be called like this:

```
2000      >VECTOR,Y
2010 START  ...
```

to set the control-Y vector, or like this:

```
2000      >VECTOR,&
2010 START  ...
```

to set the ampersand vector. (Actually any character other than Y will result in setting the & vector.)

(Note: When I showed this macro to Bob I asked him if the .DO in line 1100 would really work. He looked at it for a minute and said, "yes, it sure will. The assembler's macros are even more powerful than I thought!"...Bill)

RAM/ROM PROGRAM DEVELOPMENT BOARD

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About Hardcore Magazine.....Bob Sander-Cederlof

I have received several calls by subscribers who wonder about the ad from Hardcore magazine. The ad prices a subscription at \$20, but does not say clearly what \$20 buys.

To my knowledge, **HARDCORE** has published two issues so far: the first one about a year ago, and the second about six months ago.

Inside the front cover of the first issue you will find the following message:

"Attention Subscribers: Although presently only a quarterly magazine, **HARDCORE** Computing will go bimonthly and then monthly as soon as possible. Meanwhile, your one-year subscription is for the 4 quarterly issues plus 8 **UPDATES** (printed on the other 8 months) and all **ALERT** Bulletins sent out whenever we feel information is too important to wait. The **UPDATES** will be reprinted in part or in whole in the next magazine. The magazines, **UPDATES**, and **ALERT** Bulletins comprise the subscription package."

I have talked with the publisher, Chuck Haight, several times on the phone. I believe he intends to fulfill every subscription, but he is having trouble getting the magazine out on a regular schedule. I asked him how often the magazine is published, and he answered "Very infrequently". He did re-assure me that a subscription buys four issues.

Note that Softkey Publishing is another company with the same people. Two callers indicated they are quite satisfied with the software they bought from Softkey.

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"HARDCORE Computing warns pirates about the latest technology that companies are using against them." *TIME*, Feb. 8, 1982

"When some Apple enthusiasts heard about the boycott (of bit-copy ads), they concluded that it was nothing but censorship and another example of the magazines ignoring the average Apple user to placate their advertisers. So they started their own publication, HARDCORE Computing" *ESQUIRE*, Jan. 1982

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No More Paddle Interaction.....Mike Laumer

While working on the FLASH! Integer BASIC Compiler I ran into a nasty little problem because the compiled code ran too fast! That's right, too fast. The old problem with reading the game paddles too soon after one another rose to byte (punny huh!) me once again.

Basically the game paddle problem is that they are read with a variable time delay loop. Because one paddle may read significantly faster than another, and the paddles have only one trigger to fire all four of the paddles, you might process the data fast enough to be ready to read the next paddle before it has finished its previous time delay. This problem is real and occurs in many of the game programs to be found on the Apple. Even Raster Blaster has the problem in its jittery ball release thrust adjuster.

In the example below paddle 0 and 1 are triggered by the \$C070 paddle I/O trigger address. But because paddle 0 has a smaller value, it finishes before paddle 1. If you read one paddle after another with little other processing then one paddle seems to affect the value of the other one. Many programmers have shown this problem to their dealer thinking that they have found a new bug in the Apple but the only problem (if one exists) is the lack of independent paddle triggers for each of the four paddles.

The problem appears if you use the following BASIC program and play with the paddle adjustments. Turn paddle 1 to the middle of its scale and paddle 0 to the low end of its scale and you will see changing paddle 0 affects the value read for paddle 1. You will find that paddle 1 will vary by 20-40 counts without even touching it.

```
10 PRINT PDL(0),PDL(1)  GOTO 10
```

```

+-----+
-|       |-----          paddle 0

+-----+
-|       |-----          paddle 1

:               paddle expires
:
paddles are triggered at this time
```

So what can be done about the problem? What I did is design a routine that reads the paddle without triggering it and waits for the paddle to shut off. This is easily done by calling the monitor paddle read routine at \$FB21, skipping the trigger instruction at \$FB1E. This takes care of much of the problem, but I still found it necessary to add a tiny delay loop before triggering the paddle. The extra delay is probably due to the remaining charge in the internal capacitor in the timer chip.

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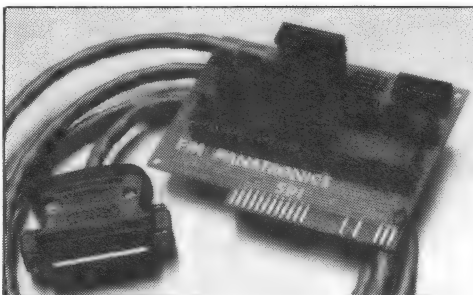
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A1

The assembly language routine which follows is basically what I added to the FLASH! compiler runtime package to take care of its being too fast for its own good! This explains 14 of the 36,000 bytes of object code in the FLASH! Compiler system. There is also a DEMO program which reads both paddles and displays the values in hexadecimal so you can test the routine.

```

1000 *-----
1010 * READ PADDLES
1020 * PADDLE NUMBER IN A REGISTER
1030 * USES A,X,Y REGISTERS
1040 * RETURNS PADDLE VALUE IN Y REGISTER
1050 *-----
1060 * THIS PADDLE READ ROUTINE
1070 * WILL PREVENT ALMOST ALL PADDLE
1080 * INTERACTION PROBLEMS DUE TO
1090 * ONLY 1 PADDLE TRIGGER FOR
1100 * ALL PADDLES.
1110 *-----
FB1E- 1120 MON.PREAD .EQ $FB1E
1130 *-----
0800- 29 03 1140 READP AND #3 PDL 0 - 3
0802- AA 1150 TAX
0803- 20 21 FB 1160 JSR MON.PREAD+3 MAKE SURE PADDLE IS READY
0806- A0 00 1170 LDY #0
0808- 88 1180 .1 DEY KLUDGE DELAY FOR
0809- D0 FD 1190 BNE .1 CIRCUIT READY
080B- 4C 1E FB 1200 JMP MON.PREAD TRIGGER AND READ
1210 * PADDLE RESULT IN Y REGISTER
1220 *-----
080E- A9 00 1230 DEMO LDA #0 READ PADDLE 0
0810- 85 24 1240 STA $24 HTAB COLUMN 1
0812- 20 00 08 1250 JSR READP
0815- 98 1255 TYA VALUE TO A
0816- 20 DA FD 1260 JSR $FD DA PRINT VALUE IN HEX
0819- E6 24 1270 INC $24 LEAVE SPACE ON SCREEN
081B- A9 01 1280 LDA #1 READ PADDLE 1
081D- 20 00 08 1290 JSR READP
0820- 98 1295 TYA VALUE TO A
0821- 20 DA FD 1300 JSR $FD DA PRINT VALUE IN HEX
0824- 4C 0E 08 1310 JMP DEMO AGAIN AND AGAIN...

```

An Apple Bibliography

Bob Broedel has been keeping track of all the books, magazines, etc. that are of interest to Apple owners. The last time I saw the list (May 1982), it was ten pages, two columns. Each entry includes all the bibliographic data Bob knows, so that you can find the items you want.

This is the most complete list I have ever seen. If you want a copy, he will send you one for \$2. Write to Bob Broedel, P. O. Box 20049, Tallahassee, FL 32304.



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elements in 90 seconds), and a number of other often-needed routines as well (30 routines in all).

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Some of the other routines in The Routine Machine (plus others not listed) are:

SWAP: Swaps two string or numeric values.

TEXT OUTPUT: Prints with no "word break" on screen.

STRING OUTPUT: Input any string, regardless of commas, etc.

ERR: Stack fix for Applesoft ONERR handling.

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Some Fast Screen Tricks.....Bob Sander-Cederlof

Sometimes the standard Apple Monitor screen functions are too slow. No reflection on Steve Wozniak, because he wrote them to be general and compact rather than quick.

I am thinking particular of the screen clear (HOME to Applesoft users) and the screen scroll subroutines. They were both written to operate on a text window, not necessarily the whole screen. But most of the time you do want to clear or scroll the whole screen.

The primary text screen memory is mapped into the addresses from \$400 through \$7FF, but not in an obvious or straightforward way. This table shows the actual memory addresses for each screen line:

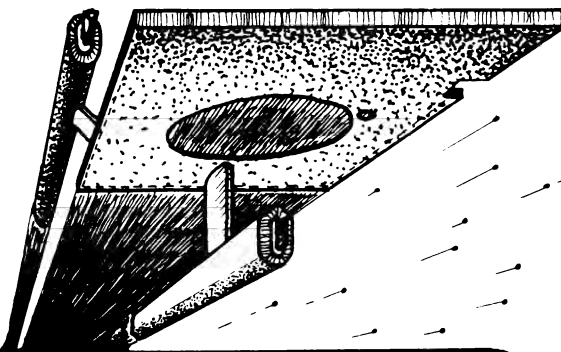
Line	Addresses	Line	Addresses	Line	Addresses
0	\$400-\$427	8	\$428-\$44F	16	\$450-\$477
1	\$480-\$4A7	9	\$4A8-\$4CF	17	\$4D0-\$4F7
2	\$500-\$527	10	\$528-\$54F	18	\$550-\$577
3	\$580-\$5A7	11	\$5A8-\$5CF	19	\$5D0-\$5F7
4	\$600-\$627	12	\$628-\$64F	20	\$650-\$677
5	\$680-\$6A7	13	\$6A8-\$6CF	21	\$6D0-\$6F7
6	\$700-\$727	14	\$728-\$74F	22	\$750-\$777
7	\$780-\$7A7	15	\$7A8-\$7CF	23	\$7D0-\$7F7

Note that 120 consecutive bytes are used for three text lines spaced at an 8-line interval. Then 8 bytes are not used. Then the next 120, and so on. Those 8 sets of 8 bytes that are not used by the screen mapping are used by peripheral cards and DOS for temporary storage. In the standard Apple Monitor subroutines, a subroutine named BASCALC at \$FBC1 calculates the starting address for a specified line. Then the various screen functions use that address, which is kept up-to-date in BASL,BASH (\$28,29).

In the listing that follows, I have included fast subroutines to clear the entire text screen (CLEAR); to set the entire text screen to whatever character is in the A-register (SET); to clear the entire Lo-Res Graphics screen (GCLEAR); and to scroll the entire text screen up one line. For demonstration purposes, I also wrote routines to set the entire screen to each value from \$00 through \$FF; to alternate the screen between solid black and solid white until a key is pressed; to scroll end-around, placing the old top line on the bottom of the screen while moving the rest of the lines up; and to continuously scroll end-around until a key is pressed.

For comparison, I counted that the Wozniak's screen clear takes 15537 microseconds; mine takes only 5410 microseconds. The fastest possible would be one LDA #\$A0 followed by 960 "STA \$xxx" and an RTS; that would take 3848 microseconds. (All these times round off the Apple's cycle time to one microsecond; actually it is a little faster.)

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```

1000 * S.SCREEN TRICKS
1010 *-----
1020 * FAST SCREEN CLEAR SUBROUTINE
1030 *-----
0800- A9 00 1040 GCLEAR LDA #0
0802- 2C 1050 .HS 2C SKIP OVER NEXT TWO BYTES
0803- A9 A0 1060 CLEAR LDA #A0
0805- A0 77 1070 SET LDY #119
0807- 99 00 04 1080 .1 STA $400,Y LINES: 0 8 16
080A- 99 00 05 1090 STA $500,Y 2 10 18
080D- 99 00 06 1100 STA $600,Y 4 12 20
0810- 99 00 07 1110 STA $700,Y 6 14 22
0813- 99 80 04 1120 STA $480,Y 1 9 17
0816- 99 80 05 1130 STA $580,Y 3 11 19
0819- 99 80 06 1140 STA $680,Y 5 13 21
081C- 99 80 07 1150 STA $780,Y 7 15 23
081F- 88 1160 DEY
0820- 10 E5 1170 BPL .1
0822- 60 1180 RTS
1190 *-----
1200 * SET SCREEN TO ALL VALUES
1210 *-----
0823- A2 00 1220 SETALL LDX #0
0825- 8A 1230 .1 TXA
0826- 20 05 08 1240 JSR SET
0829- E8 1250 INX
082A- D0 F9 1260 BNE .1
082C- 60 1270 RTS
1280 *-----
1290 * ALTERNATE SCREEN UNTIL KEY PRESSED
1300 *-----
082D- A9 20 1310 ALTER LDA #A20 INVERSE BLANK
082F- 20 05 08 1320 JSR SET
0832- 20 03 08 1330 JSR CLEAR
0835- AD 00 C0 1340 LDA $C000
0838- 10 F3 1350 BPL ALTER
083A- 8D 10 C0 1360 STA $C010
083D- 60 1370 RTS
1380 *-----
1390 * FAST SCROLL UP SUBROUTINE
1400 *-----
083E- A0 77 1410 SCROLL LDY #119
0840- B9 00 04 1420 .1 LDA $400,Y SAVE LINES: 0 8 16
0843- 48 1430 PHA
0844- B9 80 04 1440 LDA $480,Y MOVE 1>0, 9>8, 17>16
0847- 99 00 04 1450 STA $400,Y
084A- B9 00 05 1460 LDA $500,Y MOVE 2>1, 10>9, 18>17
084D- 99 80 04 1470 STA $480,Y
0850- B9 80 05 1480 LDA $580,Y MOVE 3>2, 11>10, 19>18
0853- 99 00 05 1490 STA $500,Y
0856- B9 00 06 1500 LDA $600,Y MOVE 4>3, 12>11, 20>19
0859- 99 80 05 1510 STA $580,Y
085C- B9 80 06 1520 LDA $680,Y
085F- 99 00 06 1530 STA $600,Y ET CETERA
0862- B9 00 07 1540 LDA $700,Y
0865- 99 80 06 1550 STA $680,Y
0868- B9 80 07 1560 LDA $780,Y
086B- 99 00 07 1570 STA $700,Y
086E- 68 1580 PLA MOVE 8>7, 16>15
086F- C0 28 1590 CPY #40
0871- 90 03 1600 BCC .2 DISCARD OLD LINE 0
0873- 99 58 07 1610 STA $780-40,Y
0876- 88 1620 .2 DEY
0877- 10 C7 1630 BPL .1
0879- 60 1640 RTS
1650 *-----
1660 * SCROLL AROUND, MOVING TOP LINE TO BOTTOM
1670 *-----
087A- A0 27 1680 SCR LDY #39 SAVE TOP LINE ON STACK
087C- B9 00 04 1690 .1 LDA $400,Y
087F- 48 1700 PHA
0880- 88 1710 DEY
0881- 10 F9 1720 BPL .1
0883- 20 3E 08 1730 JSR SCROLL SCROLL SCREEN UP ONE LINE
0886- A0 00 1740 LDY #0 STORE OLD TOP LINE
0888- 68 1750 .2 PLA ON BOTTOM OF SCREEN
0889- 99 D0 07 1760 STA $7D0,Y
088C- C8 1770 INY
088D- C0 28 1780 CPY #40
088F- 90 F7 1790 BCC .2
0891- 60 1800 RTS
1810 *-----
1820 * ROTATE SCREEN UNTIL KEY PRESSED
1830 *-----
0892- 20 7A 08 1840 S JSR SCR SCROLL AROUND ONCE
0895- AD 00 C0 1850 LDA $C000 ANY KEY PRESSED?
0898- 10 F8 1860 BPL S NO, SCROLL AGAIN
089A- 8D 10 C0 1870 STA $C010 YES, CLEAR STROBE
089D- 60 1880 RTS ...AND RETURN

```

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Right arrow for the VIDEX patches.....Mike Laumer

The VIDEX 80 column board patches for the S-C Macro Assembler in last months Apple Assembly Line was a welcome article for me. You see I bought a VIDEX board last November but have no software to run it. I've been planning to write a program development editor similar to the one I used at Texas Instruments, but so far I haven't had the time between the FLASH! compiler, MIKE'S MAGIC MATRIX and the American Heart association CPR Training system.

The patches were very usable, but a major problem still existed to prevent my use on a regular basis. The right arrow key would not copy characters from the VIDEX screen. Try to copy a file name from your catalog with that limitation!

I knew it could be done, because the VIDEX software in ROM has to do that function. Don Taylor mentioned last month that he didnt know the right routine to call and his ROM differed from the listing in the VIDEX manual. My listing was a little off also from my ROM, but I didn't care because I wasn't going to call the ROM routines.

I used the VIDEX manual's listings to locate the section that performed the copy-character-from-screen function and used similar code in the RDKEY routine of last month's VIDEX patches for the Macro assembler. The 'BNE' to '.3' was changed to go to 'CTRLU' and the copy function coded to process the right arrow key for the VIDEX 80 column board.

I needed two temporary variables to save the X- and Y- registers, so I used the first two bytes of the normal Apple text screen at \$400 and \$401. Another temporary variable is at \$402. Since the normal Apple text display is not operative while the VIDEX is enabled you can use it for temporary variable space without it affecting the screen display. If you try a trick like this some time, you must be careful because some of the monitor routines like HOME and SCROLL can easily zap your storage when you least expect it.

With this new capability of the right arrow key functioning as expected, I am able to use the VIDEX patches often in my software development work. But there are a few problems left yet to solve that I didn't get to look into before writing this article. They are:

1. A RETURN key should clear to the end of line on line input, but not EDIT input.
2. The control character display features are not handled very well by the VIDEX patches.
3. The patches blow up on Reset. (I think.)
4. The patches blow up on INT or FP commands.

5. The patches don't work very well when you use MNTR command.
6. All calls to \$FC9C (the Monitor clear to end of line routine) should send \$9D to the VIDEX board.
7. Right arrow, left arrow, and any printing key cause the entire EDIT line to be redisplayed. The flicker is somewhat annoying.

The listing that follows should replace lines 4020 through 4420 of the listing on pages 21 and 22 of the August 1982 issue.

The source code on the AAL Quarterly Disk #8 will have these lines already merged with Don Taylor's patches.

Special Note: S-C Macro Cross Assembler
Motorola 6800/6801/6802 Version

The 6801 microprocessor is an enhanced version of the 6800 cpu. It has 11 new opcodes, plus an additional addressing mode for the JSR instruction. Be sure not to use any of these new opcodes if you are assembling code which must execute in a 6800 system!

```
JSR direct  (9D xx)
ABX      Add B to X
ADDD     Add M,M+1 to D
ASLD     Arithmetic shift left D
BRN      Branch Never
LDD      Load D from M,M+1
LSRD     Logical shift right D
MUL      Multiply A * B into D
PSHX     Push X
PULX     Pull X
STD      Store D at M,M+1
SUBD     Subtract M,M+1 from D
```

If you attempt to use "JSR addr" where "addr" is in page zero, the new direct addressing mode will be used. If you are programming for a 6800 cpu, that is not acceptable. To override the assembler's choice, use ".DA #\$BD,addr". You can use a macro "JSR" if you have a lot of them.

```

4020 *-----
4025 V.BASEL .EQ $478+SLOTNUM
4030 V.BASEH .EQ $478+SLOTNUM
4035 V.CHORZ .EQ $578+SLOTNUM
4040 V.XSAV1 .EQ $402
4045 V.OLDCHAR .EQ $678
4050 *
4055 V.DEVO .EQ SLOTNUM*16+$C080
4060 V.DISPO .EQ $C000
4065 V.DISP1 .EQ $CD00
4070 *-----
4075 *
4080 RDKEY LDA KEYBOARD
4085 BPL RDKEY
4090 STA KEYSTROBE
4095 ORA #$80
4100 CMP #$81 Shift lock?
4105 BNE .1
4110 .DO LCVERSION
4115 JSR UNPROTECT.LC.RAM
4120 .FIN
4125 LSR SCM.SHIFT.FLAG
4130 BPL .2 Return with errant key
4135 .1 CMP #$9A Shift unlock?
4140 BNE CTRLU No, return with key
4145 .DO LCVERSION
4150 JSR UNPROTECT.LC.RAM
4155 .FIN
4160 SEC
4165 ROR SCM.SHIFT.FLAG
4170 .2 LDA #$96 Return with errant key
4175 .DO LCVERSION
4180 BIT $C080 Reprotect LC RAM
4185 RTS
4190 *
4195 UNPROTECT.LC.RAM
4200 BIT $C083 Enable Bank 2
4205 BIT $C083
4210 .FIN
4215 RTS
4220 *
4225 CTRLU CMP #$95 CTRL-U COPY KEY
4230 BNE .3
4235 STX $400
4240 STY $401
4245 LDA V.CHORZ
4250 JSR PSNCALC
4255 BCS .1
4260 LDA V.DISPO,X
4265 BCC .2
4270 .1 LDA V.DISP1,X
4275 .2 ORA #$80
4280 STA V.OLDCHAR
4285 LDX $400
4290 LDY $401
4295 .3 RTS
4300 *
4305 PSNCALC CLC
4310 ADC V.BASEL
4315 STA V.XSAV1
4320 LDA #0
4325 ADC V.BASEH
4330 LSR
4335 PHP
4340 AND #3
4345 ASL
4350 ASL
4355 TAY
4360 LDA V.DEVO,Y
4365 PLP
4370 LDX V.XSAV1
4375 RTS
4380 *-----

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Supercharge Your APPLE II*



The Axlon RAMDISK™ 320K Memory System for the Apple II and Apple II Plus* provides access speeds never before available. The Axlon memory system is designed to interact with Apple DOS 3.3* and Apple Pascal 1.1* like two standard floppy disk drives while delivering the lightning fast access speeds of RAM memory. This also leaves 32K of RAM for advanced programming techniques. The interface board is slot independent and draws no power from your Apple. The rechargeable battery system built into the unit provides three hours of backup in the event of a power loss. Drop by your local Apple dealer or contact Axlon, Inc. for more information.

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A Note on the Underline Cursor.....Bob Sander-Cederlof

Bill Linn's "Blinking Underline Cursor" program generated a lot of interest. However, Allan Blackburn from Fort Worth had a problem with it:

"It works just fine, until you hit RESET or re-boot...then it must be BRUN again to get it back. You can't enter monitor and type 300G, or use CALL 768 from Applesoft. Why doesn't calling the routine reset KSWL and KSWH? It should, but I always end up with \$9E81 there. Even though lines 1210-1250 store \$09 in \$38 and \$03 in \$39, it seems they never get there. Can you explain this? Please?"

Sure, Allan. Line 1250 needs to be changed from RTS to JMP \$3EA.

This is a common problem. I had it myself back when DOS first came out. For the first year or so we only had a tiny preliminary manual, and the subject wasn't covered. Now the DOS manual is so large we forget to read it or where to find the information. Look on pages 100-105 of the DOS manual and you will find a full explanation.

Briefly, here is what happens. Lines 1210-1250 DO store the address \$309 into \$38 and \$39. But the next time you print a character, DOS gets control and stores its own input address right on top of yours. DOS's input address is \$9E81.

The same thing happens in Applesoft programs if you use IN#1 (for example) instead of PRINT CHR\$(4)"IN#1", and then print a character. Note 7b on page 105 tells about CALL 1002, which is \$3EA.

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